Year 7 Spring 1 Computing: Scratch

A) Key knowledge		B) Key knowledge		C) Key knowledge		D) Literacy
Motion scripts	These can be dropped onto a sprite to move it by a distance, turn it by an angle, point it in a direction, send it to some x/y coordinates and bounce off an edge.	Events scripts	These can start events when keys, buttons & sprites are clicked, or when messages are received.	The stage: rectangle tool	This allows a rectangle to be drawn on the stage	'Explain how any games you have written make use of ITERATION' [8] Note: describe four ways you have used iteration (i.e. looping – e.g. the forever or repeat controls) in your games. To describe means write 2 sentences about each one – so in total, write 8 sentences.
Looks scripts	These can make a sprite output some text, show itself, hide itself, switch its costume, change its size or its colour.	Control scripts	These enable events to repeat by a set number of times or infinitely. They also allow events to happen if some set conditions are true.	The stage: ellipse tool	This allows a circle (an ellipse) to be drawn on the stage	
Sound scripts	These can play sounds, instruments, drums, adjust volumes and tempos.	Sensing scripts	These sense if a sprite is touching a colour, the mouse or another sprite.	The stage: fill tool	This allows shape on the stage to be filled with a colour	
Pen scripts	These can write, lift up the pen, change its colour, size and shade.	Operators	These allow values to be added, subtracted – or compared.	The stage: erase tool	This allows anything on the stage to be erased	
Data scripts	Here, you can make a variable, assign it a value, increase its value, show & hide the variable.	Shrink	Once you click this, then you may click a sprite to shrink it	The stage: select and duplicate tool	This allows a part of the stage to be copied and pasted to another part	
Homework: Look/cover/write and self-mark the information from Section A		**Homework:** Look/cover/write and self-mark the information from Section B		**Homework:** Look/cover/write and self-mark the information from Section C		**Homework:** Literacy task